



# Instrument Response Studies

---

## Agenda

- Overarching Approach & Strategy
- Classification Trees
- Sorting out Energies
- PSF Analysis
- Background Rejection
- Assessment



# Overarching Approach & Strategy

---

## A 3 Stage Approach

1. Energy determination - Foundational to what follows
2. Evaluate PSF's - Background will be suppressed
3. Reject the Background - The hard part

Statistical Tools: Classification Trees & Regression Trees



# A Brief History of Resolution & Rejection

---

## Preparing for DC1 is a LARGE TASK

- Not likely to get right the 1<sup>st</sup>, or the 2<sup>nd</sup>, or the 3<sup>rd</sup>, or.... time!

1<sup>st</sup> Time: **April-May**

Discover Mult-scattering in G4 "too good to believe!"

Took till end of June to fix!

2<sup>nd</sup> Time: **July** (SAS Workshop)

OOPS! The ACD geometry!

3<sup>rd</sup> Time: **July-August**

Where did all the Run Numbers go?

4<sup>th</sup> Time: **August**

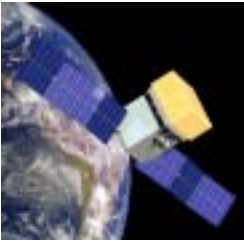
Will Bill never stop changing variable - well at least

he shouldn't make so many coding errors! Steve's variables added.

5<sup>th</sup> Time: **August-September**

Data of the day! But its certainly not "The rest of the story!"

6<sup>th</sup> Time: .... **IS A CHARM!**



# Classification Tree Primer

Origin: Social Sciences - 1963

How a CT works is simple:

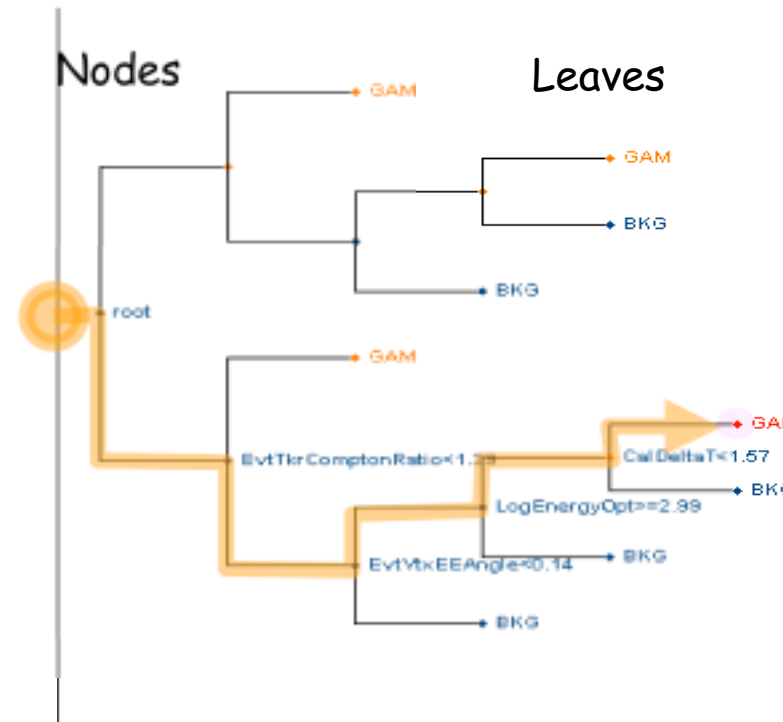
A series of "cuts" parse the data into a "tree" like structure, where final nodes (leaves) are "pure"

A "traditional analysis" is just ONE path through such a tree.

Tree are *much* more efficient!

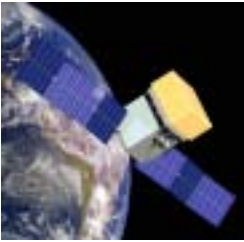
Mechanism of tree generation less subject to "investigator bias."

A Simple Classification Tree



STATISTICALLY HONEST!

GLAST



# Input Data for Training and Testing

"Tree Production" automated by using "Training Samples" where the results are *a priori* known

|                  |  |   |                                    |     |
|------------------|--|---|------------------------------------|-----|
| All-Gammas (AG): | $18 \text{ MeV} < E_\gamma < 18 \text{ GeV}$ | } | AG Total: $3/4 \times 10^6$ Events |     |
|                  | 1/E Spectrum                                 |   | CAL -Training                      | 25% |
|                  | $-1 < \cos(\theta) < 0$ ( $2\pi$ str)        |   | PSF -Training                      | 50% |
|                  | $A_{\text{GEN}} = 6 \text{ m}^2$             |   | BKG -Training/Testing              | 25% |

|                          |                         |   |  |     |
|--------------------------|-------------------------|---|--|-----|
| Background Events(BGEs): | 0: Orbit Ave CHIME      | } | BKG Total: $.9 \times 50 \times 10^6$ Events |     |
|                          | 1: Albedo Protons       |   | BKG -Training                                | 50% |
|                          | 2: Albedo $\gamma$ s    |   | BKG -Testing                                 | 50% |
|                          | 3: Cosmic $e^-$         |   |  |     |
|                          | 4: Albedo $e^+$ & $e^-$ |   |  |     |

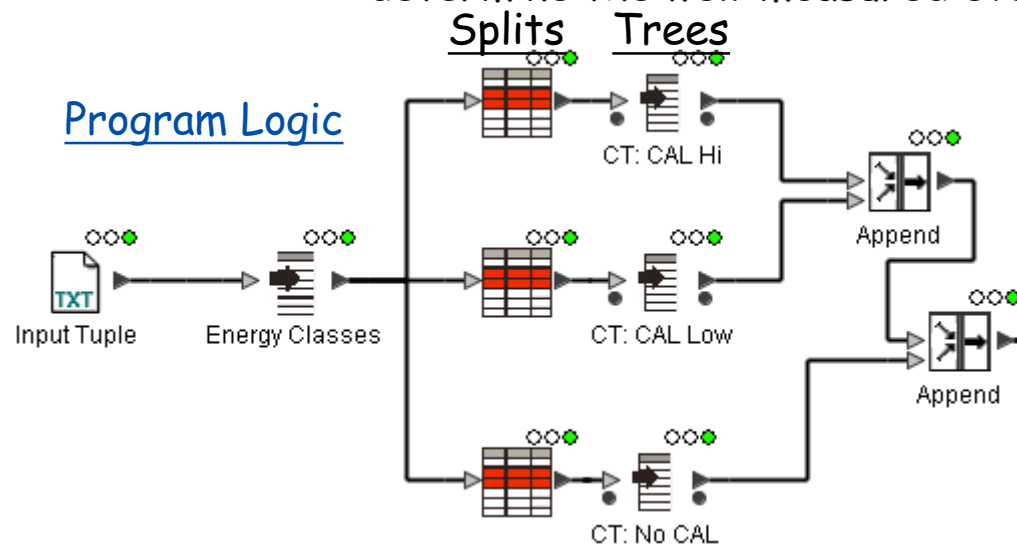


# Energy Filtering

Problem: The large gaps in the CAL and the thick layers of the Tracker compromise the energy determination.

Strategy: Identify poorly measured events and eliminate them.

Technique: Split events into classes and for each class use a Classification Tree to determine the well-measured events.



## Energy Class Definitions

CAL-Hi:  $\text{CalEnergySum} > 100 \text{ MeV}$   
 $\text{CalTotRLn} > 2$

CAL-Low:  $\text{CalEnergySum} < 100 \text{ MeV}$   
 $\text{CalEnergySum} > 5 \text{ MeV}$   
 $\text{CalTotRLn} > 2$

No-CAL:  $\text{CalEnergySum} < 5 \text{ MeV}$  or  
 $\text{CalTotRLn} < 2$



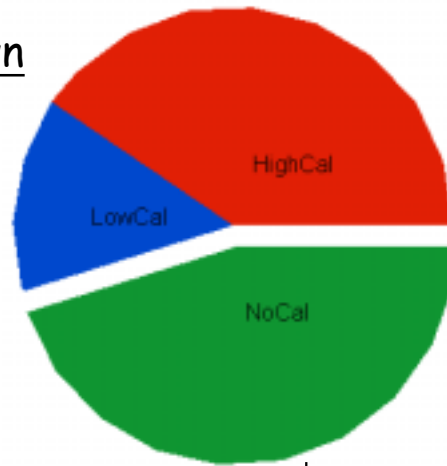
# Energy Filtering (2)

## Energy Class Breakdown

CAL-Hi: 41%

CAL-Low: 14%

No-CAL: 45%



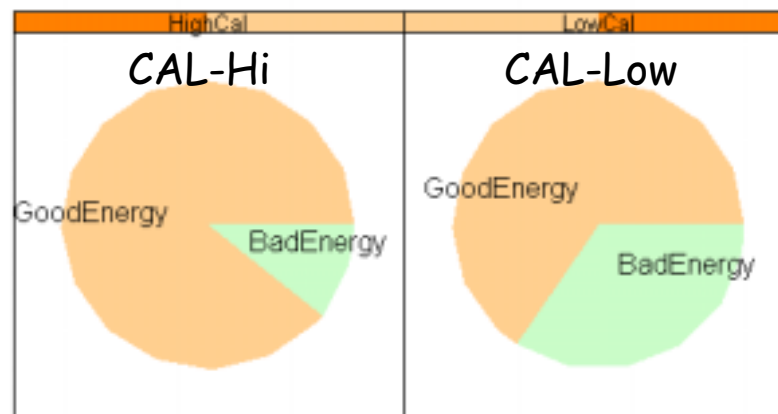
The No-CAL are presently not analyzed.

These will need to be addressed in the future as it constitutes the largest Energy Event Class and could greatly improve the transient response

CT Energy Classes: "GoodEnergy" = 
$$\left( \sigma_{\text{Energy}} < 35\% \right) \quad \left| \frac{\text{CalEnergySumOpt} - \text{McEnergy}}{\text{McEnergy}} \right| < .35$$

"GoodEnergy" / "BadEnergy"

Event Breakdown by Energy Class

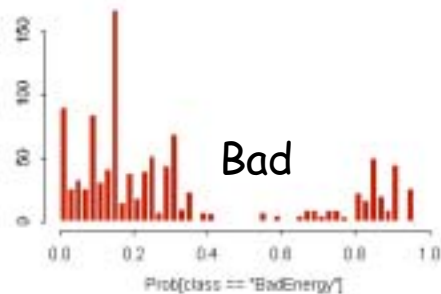
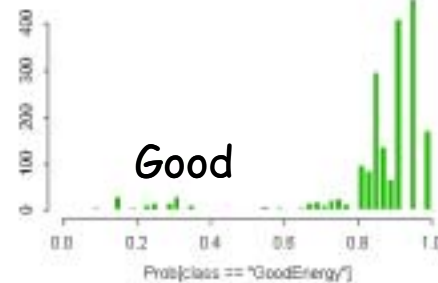
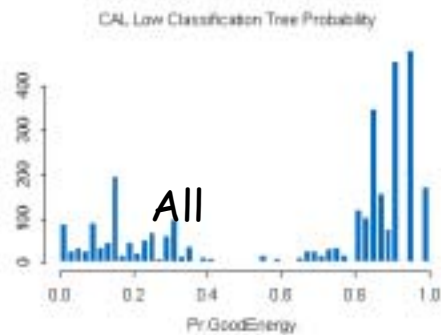




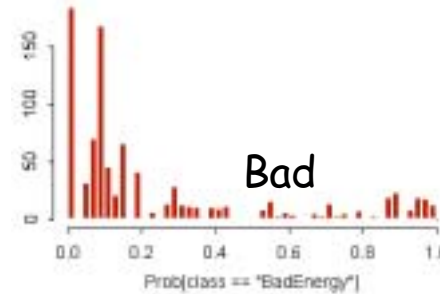
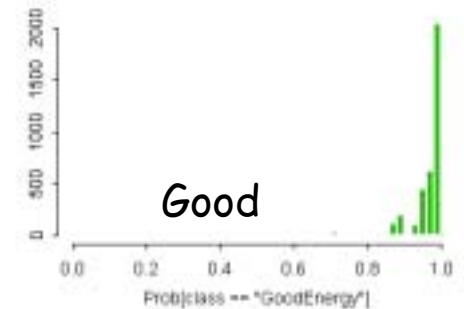
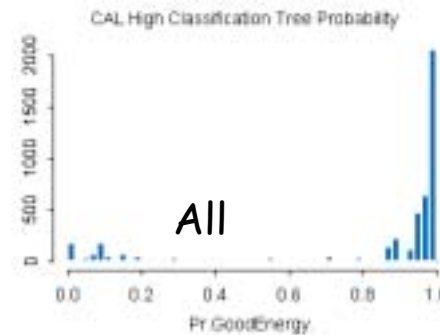
# Energy Filtering (3)

All available variables bearing on the quality of the energy determination are made available to "train"

CAL-Low CT Probabilities



CAL-High CT Probabilities

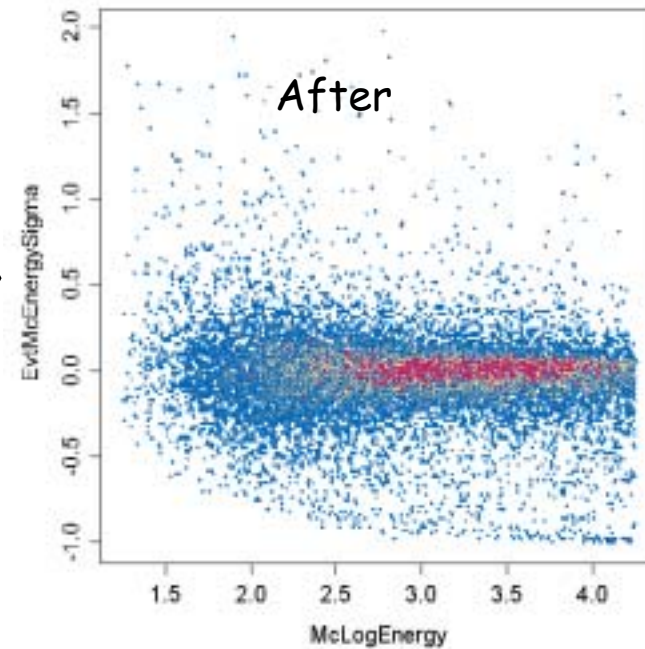
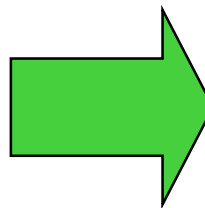
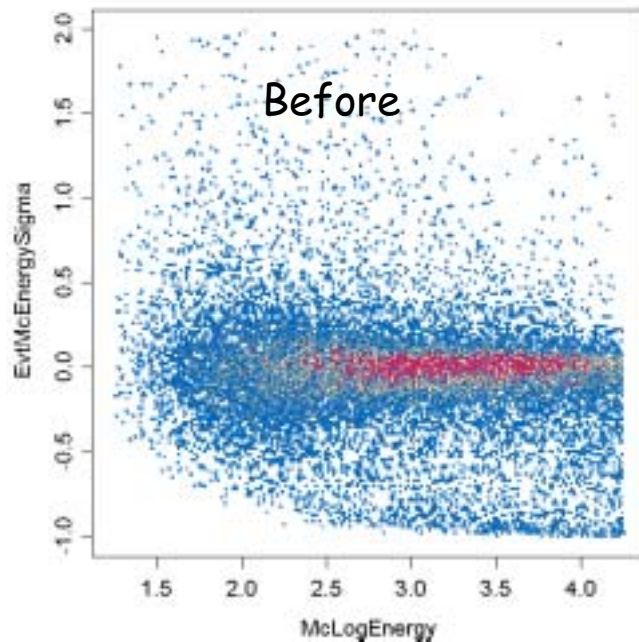
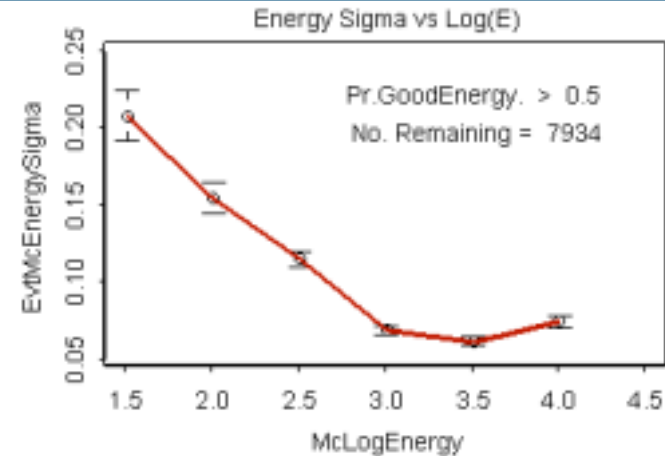
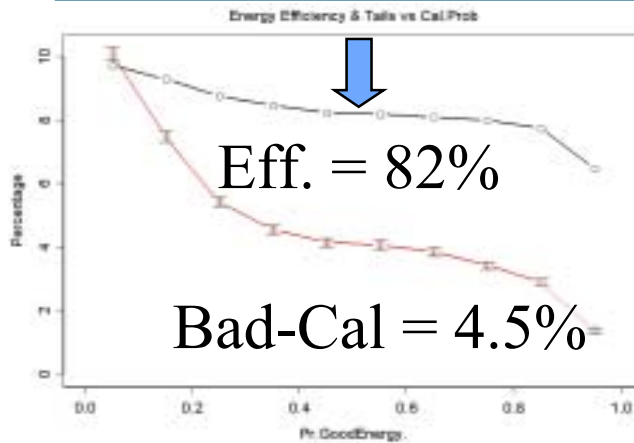






# Energy Filtering (4)

Cut:  
Cal.Prob > .50



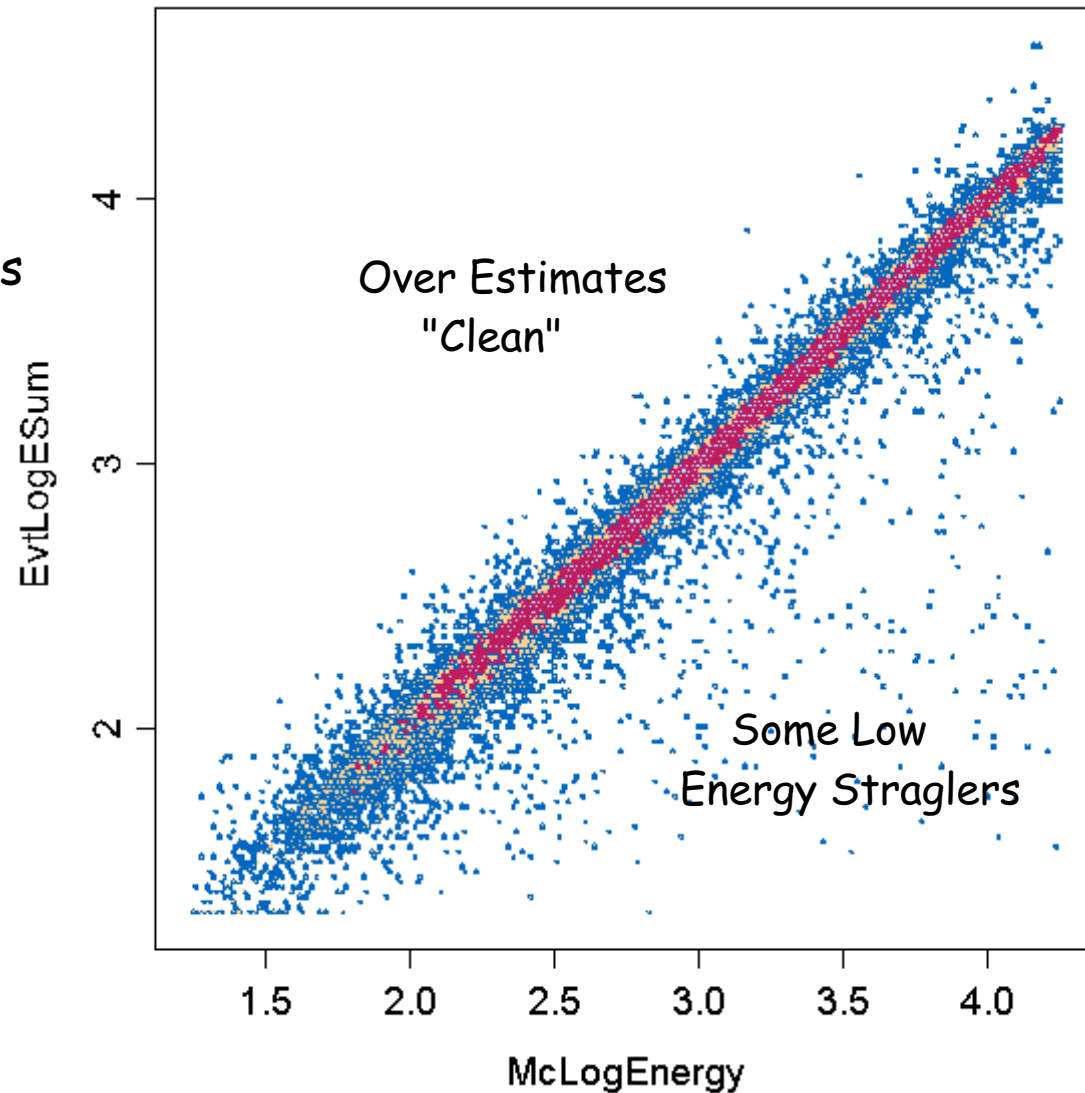


# Energy Filtering (5)

The Results:

Cut more severe as events  
near Instrument Axis

We can use this for  
**SCIENCE!**

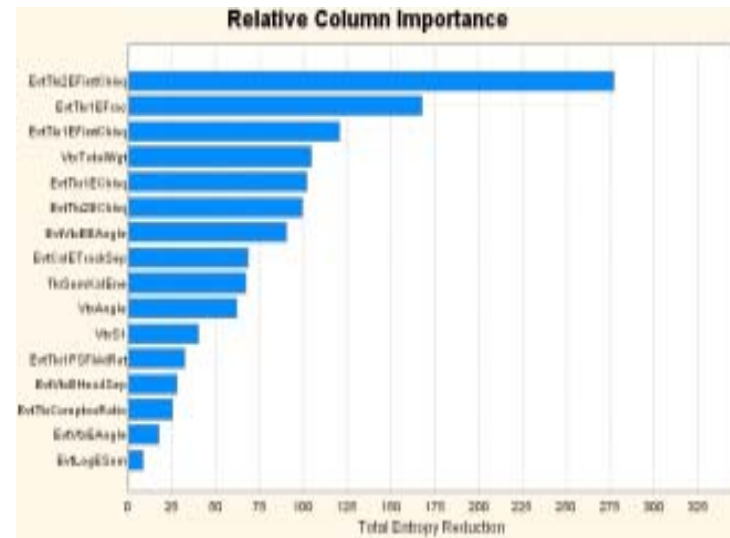


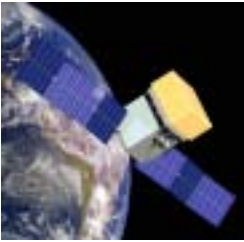




Marginal Improvement:  
 Purity (Before/After) 60% / 66%  
 (See Discussion at end of talk)

| Recall | Precision | F-Measure |
|--------|-----------|-----------|
| 72.2%  | 65.5%     | 68.6%     |





# PSF Tails

"Tail" Events defined as being  $2.3 \times$  PSF Model or worse.

Improvement:

38% of the "Tail" is eliminated at expense of 13.5% of the "Core"

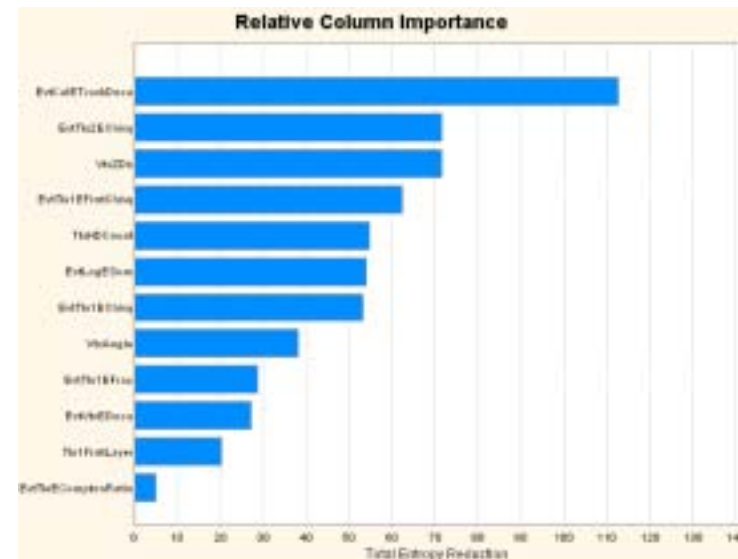
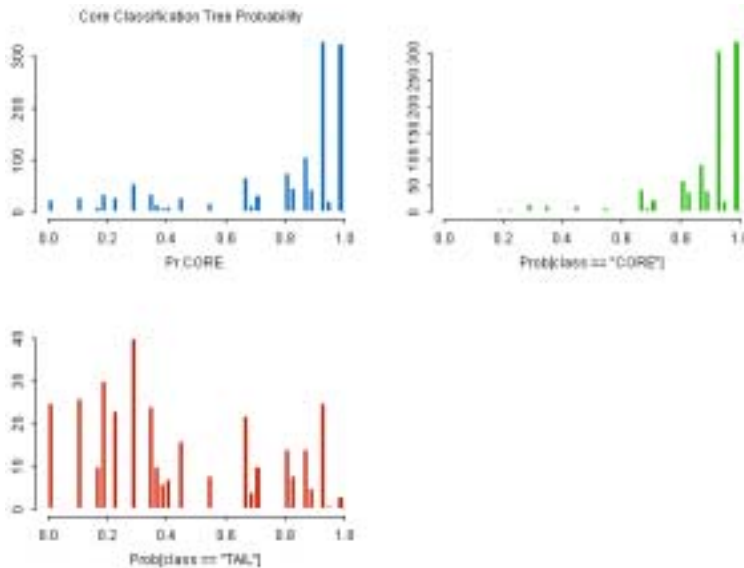
Input Node - Predict: VTX Class (1095)

|          |      | Predicted |      | Totals |
|----------|------|-----------|------|--------|
|          |      | CORE      | TAIL |        |
| Observed | CORE | 1244      | 195  | 1439   |
|          | TAIL | 104       | 64   | 168    |
| Totals   |      | 1348      | 259  | 1607   |

|         | Observed |       | Overall |
|---------|----------|-------|---------|
|         | CORE     | TAIL  |         |
| % Agree | 86.4%    | 38.1% | 81.4%   |

Positive Category - CORE

| Recall | Precision | F-Measure |
|--------|-----------|-----------|
| 86.4%  | 92.3%     | 89.3%     |





# PSF CORE

Tool: Regression Tree (Similar to CT)  
Matches deviations rather than  
class types.

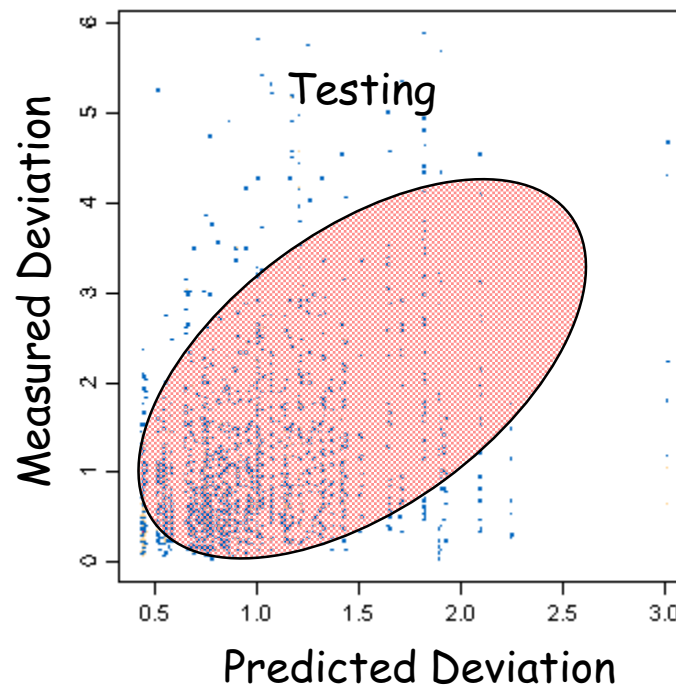
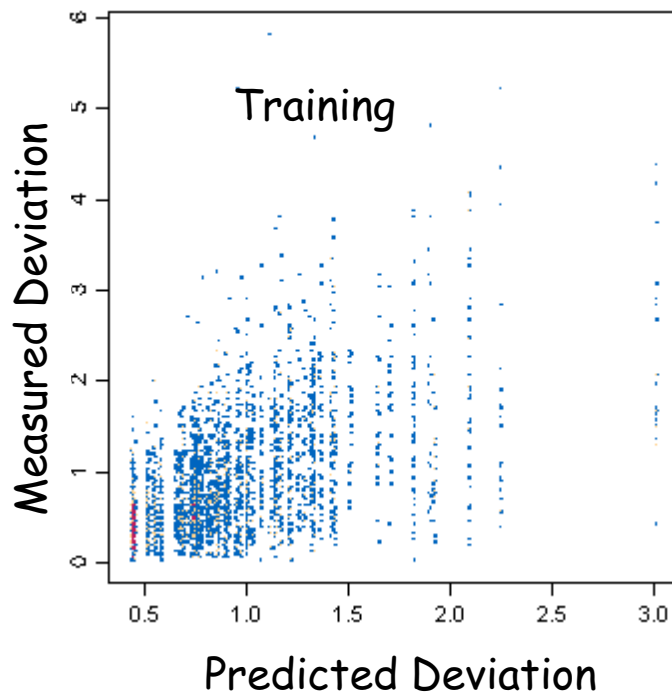
Event-by-Event PSF Error

Energy Compensated by:  $\frac{1}{E_{Meas}^{.8}}$

Collapse All PSF's onto one.

Normalization: 1 = PSF(68) Sci. Req.

Event Starvation VERY APPARENT!



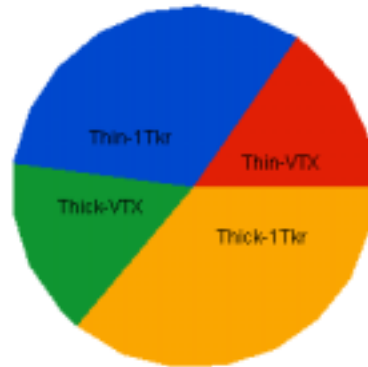




# PSF Summary

## PSF Class Breakdown:

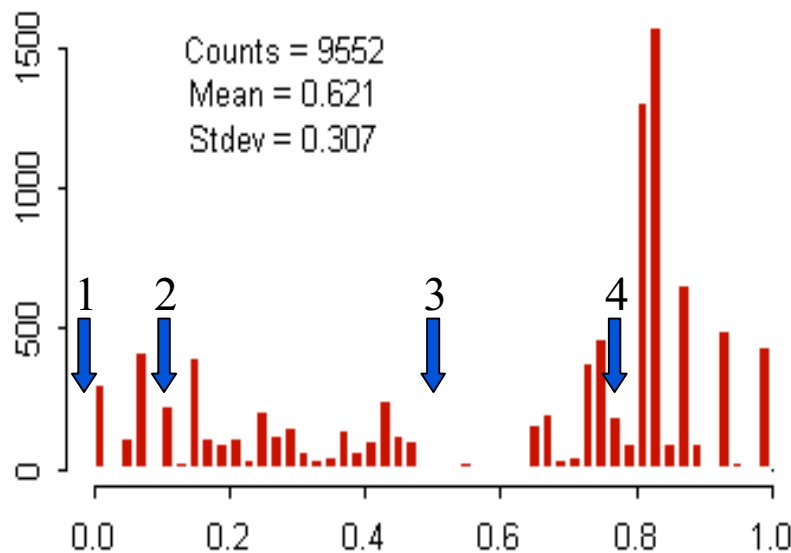
Thin-VTX: 15.3%  
Thin-1Tkr: 32.7%  
Thick-VTX: 15.9%  
Thick-1Tkr: 36.0%



## PSF Clean-up Cuts:

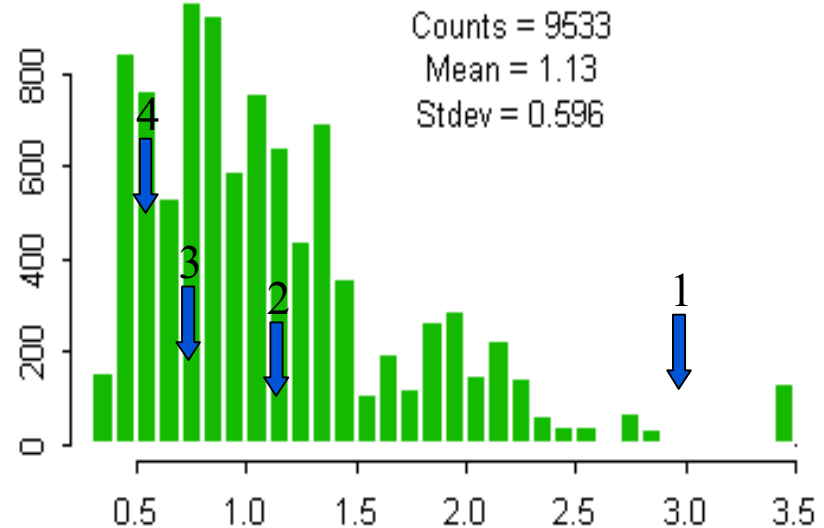
Matrix of 4x4 PSF Plots vs Log(E)  
examined

PSF Probability Distributions



Core Cut: Limit PSF tails

PSF Probability Distributions



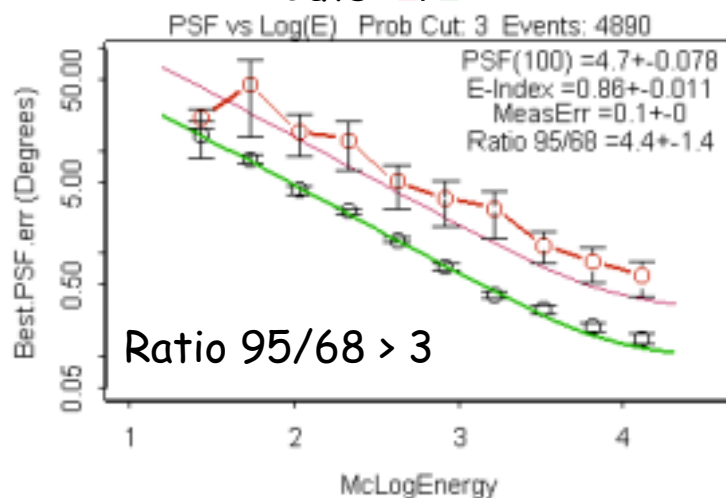
Pred. PSF: Sharpen PSF



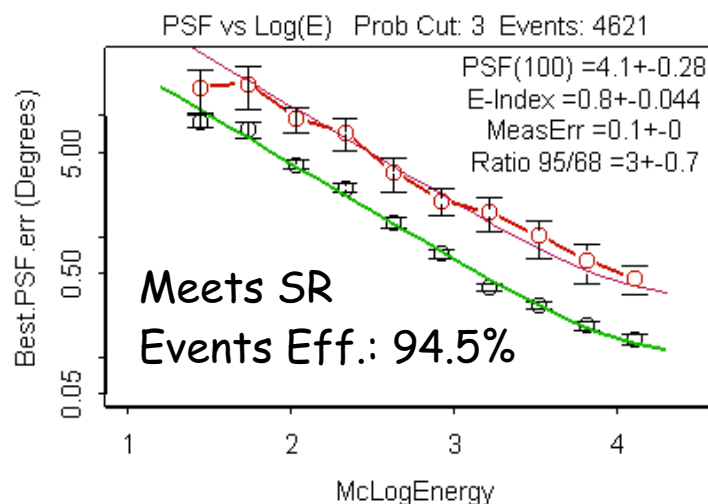
# Thin PSF's - Integrated over FoV

## 4 Combinations of Cuts (*CORE*/*Pred*)

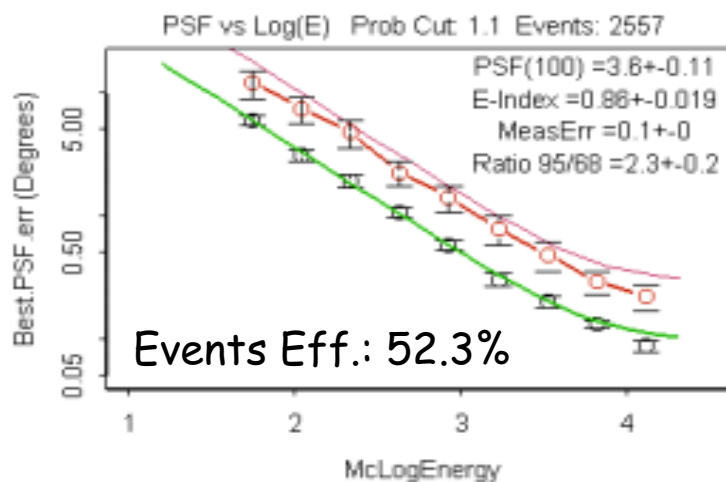
Cuts: **1/1**



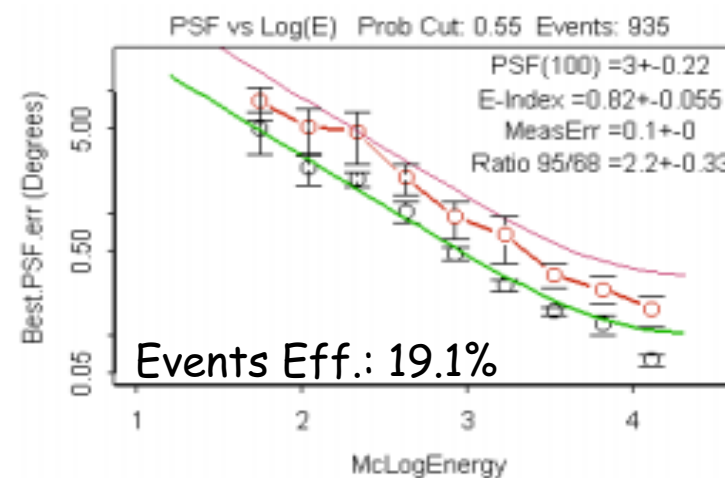
Cuts: **2/1**



Cuts: **3/2**



Cuts: **3/4**





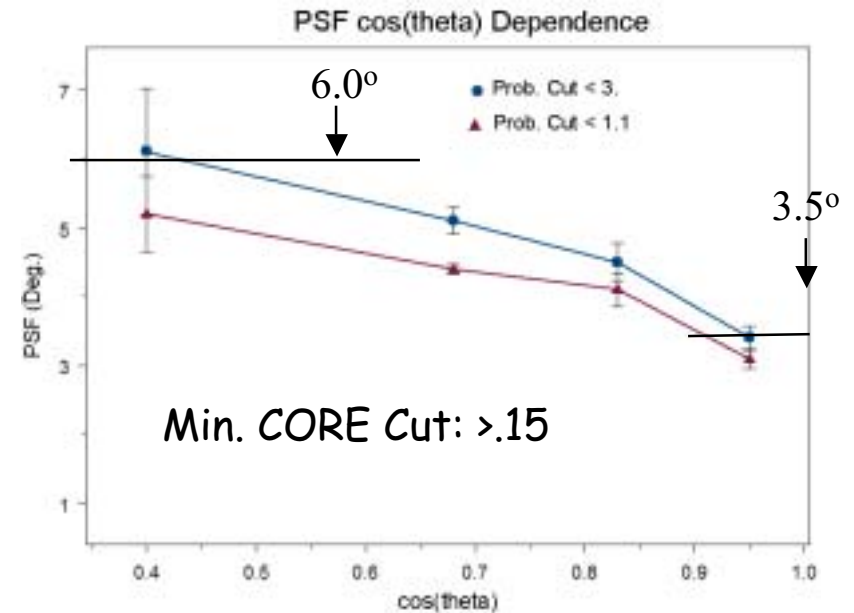
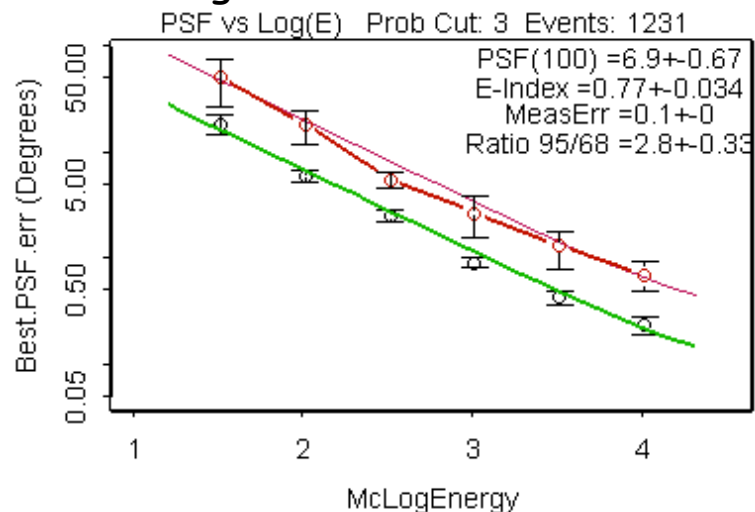


## PSF Summary - Minimum CORE Cut

PSFs given prior to Background Rejection due to lack of statistics

Background rejection does not change conclusions.

Limited statistics don't allow for good determination of PSF vs  $\cos(\theta)$  for tight cuts



## Thick Radiator PSF

$$\text{PSF(Thick)} = 2 \times \text{PSF(Thin)}$$

CORE Cut and Pred. CORE are adjusted to have similar effects as for Thin Radiators



## $A_{\text{eff}}$ Summary - Minimum CORE Cut

Lack of events makes determination imprecise!

### Effective Area On Axis ( $E_\gamma > 3$ GeV)

$$A_{\text{eff}} = N_{\text{Obs}}/N_{\text{Gen}} \times 6 \times 1.3$$

$$A_{\text{eff}} = 2603/18750 \times 7.8$$

$$A_{\text{eff}} = 1.1 \text{ m}^2$$

### Light Gathering Power ( $E_\gamma > 3$ GeV)

$$A_{\text{eff}} \times \Delta\Omega = N_{\text{Obs}}/N_{\text{Gen}} \times 6 \times 2\pi \times 1.27$$

$$A_{\text{eff}} \times \Delta\Omega = 9877/187500 \times 37.7 \times 1.27$$

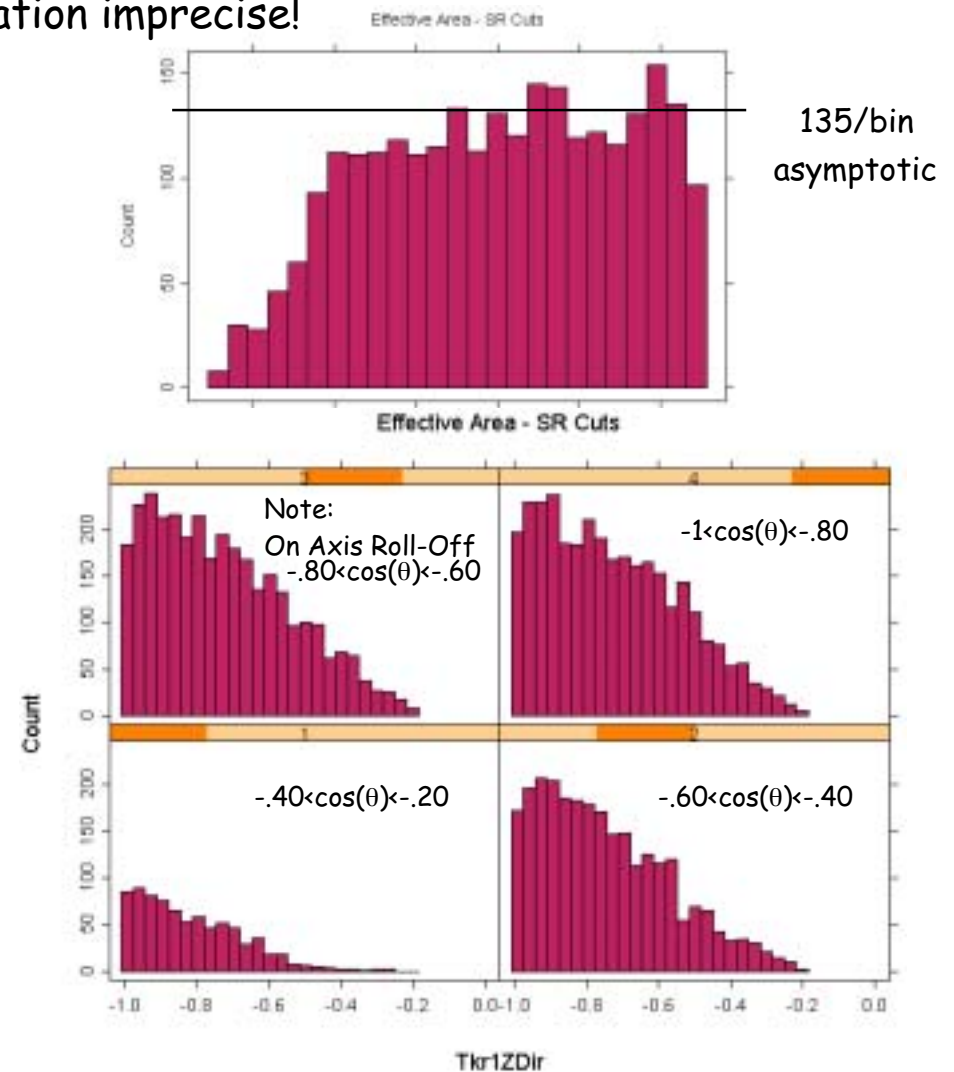
$$A_{\text{eff}} \times \Delta\Omega = 2.5 \text{ m}^2\text{-str}$$

### Angular Dependence

$\sim$  Linear in  $\cos(\theta)$

At low energy FoV is truncated

Slight roll-over near axis due to  
CAL inefficiency caused by  
inter-tower gaps





# Background Rejection

## Pre-Analysis Filtering

Done to reduce data volume

Require at least 1 Reconstructed Track

Require  $\text{AcdActiveDist} < -20$  mm

( $\text{AcdActiveDist}$  defined to be distance to edge of nearest hit Acd Tile. Values  $< 0$  indicate projected track falls OUTSIDE of hit tile area.)

Note: This has a built in Energy Dependence!

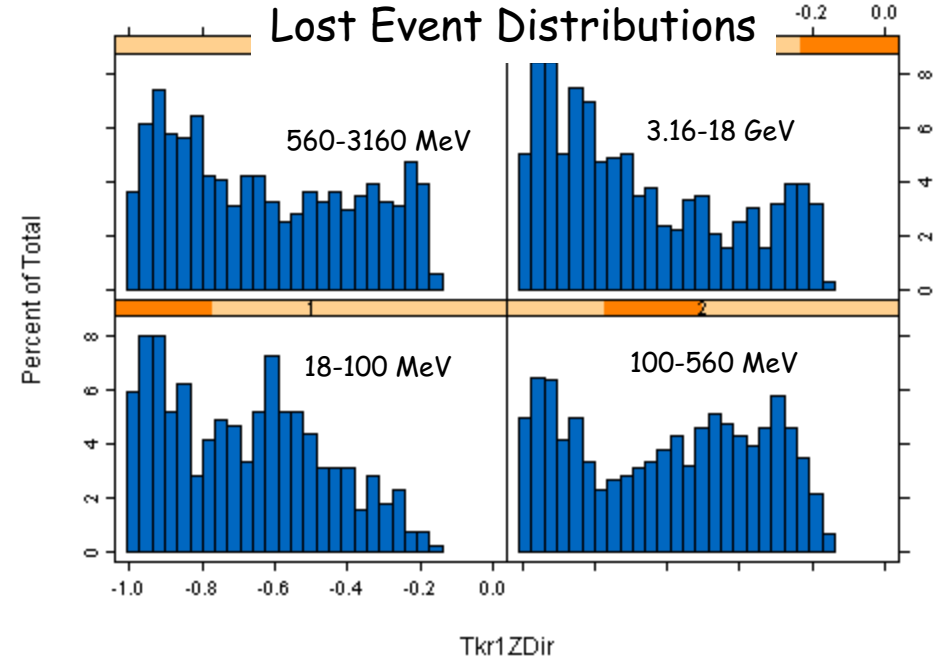
Generated:  $50 \times 10^6$   
 Lost 10% from failed jobs:  $45 \times 10^6$   
 Number of Triggers:  $\sim 18.5 \times 10^6$   
 Number left after pre-filter:  $.73 \times 10^6$

## First Analysis Cut:

Require "GoodCal" Energy

Results in 18% loss in  $\gamma$  Events

Distribution of Event Loss in  $\cos(\theta)$

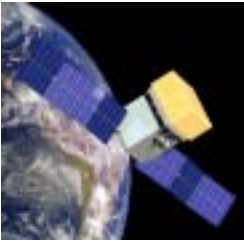


Background Event Efficiency: 12.2%

BGE Left:  $89.3 \times 10^3$

BGE Trigger Reduction Factor:  $\sim 200$

**GLAST**



## Background Rejection Event Files

---

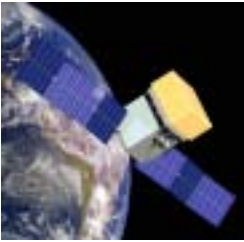
BGE sample divided in 2:  
50% Training for CT's  
50% Testing results  
(44652 Events in each)

Remaining AG sample (25% of original)  
50% Training (12.5% of original)  
50% Testing (12.5% of original)

BGE's and AG's tagged and mixed randomly together for  
both Training and Testing

This leaves to few events to do much more then  
explore BGE Rejection problem areas.

(i.e. 5629 AG's in each)



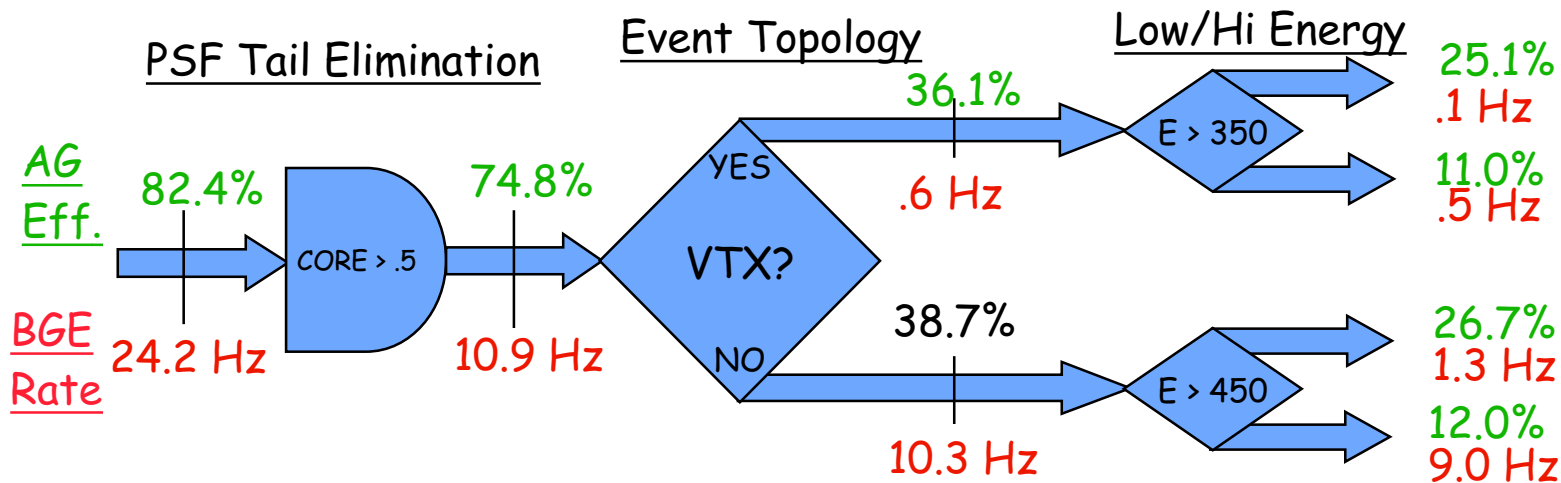
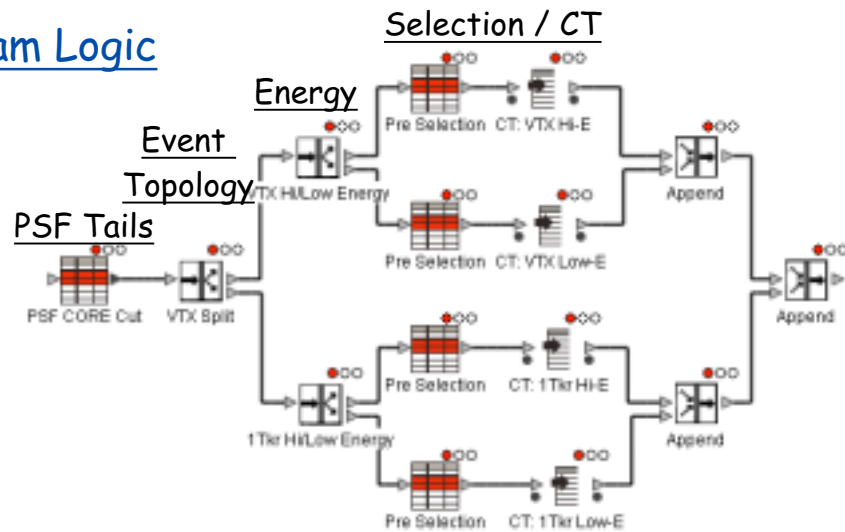
# Background Rejection Program

## Program Logic

Events with a found VTX have much less background

Large energy dependence suggests subdividing into Low/Hi branches

Large rejection Variables used in Pre Selections

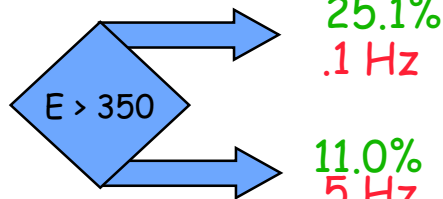




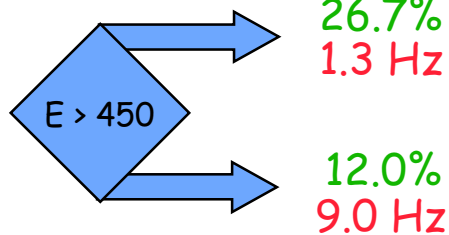
# Background Rejection Program - Pre Selection

AG  
Eff.

Low/Hi Energy



BGE  
Rate



## Pre Selection Cuts

EvtTkrEComptonRatio > .60 &  
CalMIPDiff > 60.

23.2%  
.04 Hz

Out of  
27.4%  
(84.7%)

AcdTileCount == 0 &  
CalMIPDiff > -125 &  
EvtTkrEComptonRatio > .80

8.4%  
.08 Hz

20.7%  
(40.6%)

% in Blue show  
Rel. Eff. to Event  
Sample in that Branch

AcdTotalEnergy < 6.0 &  
EvtTkrComptonRatio > .70 &  
CalMIPDiff > 80. &  
CalLRmsRatio < 20.

23.1%  
.26 Hz

27.8%  
(83.1%)

AcdTileCount == 0 &  
EvtTkrComptonRatio > 1. &  
CalLRmsRatio > 5. &  
Tkr1FirstLayer != 0 &  
Tkr1FirstLayer < 15

5.5%  
.25 Hz

24.3%  
(22.6%)



6828 AG's to start with.

## Background Rejection Program - CT's

### VTX & Hi-E Case

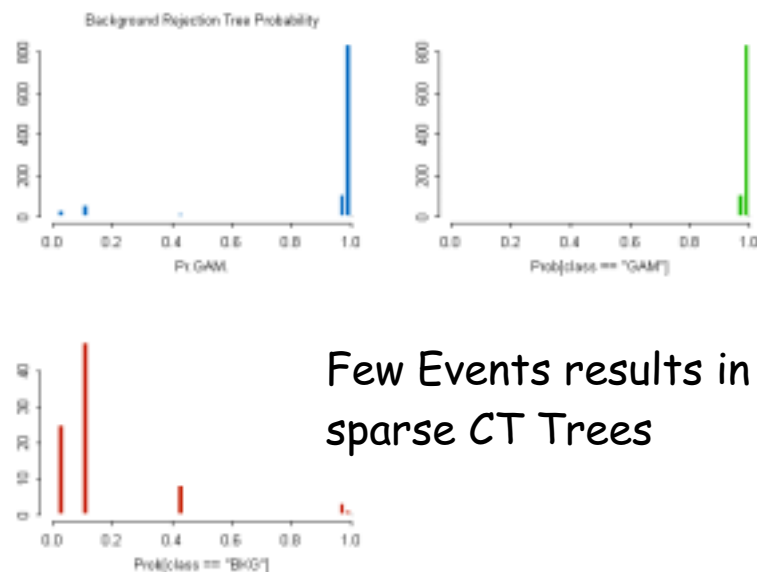
Training  
Sample

Note the lack  
of events!

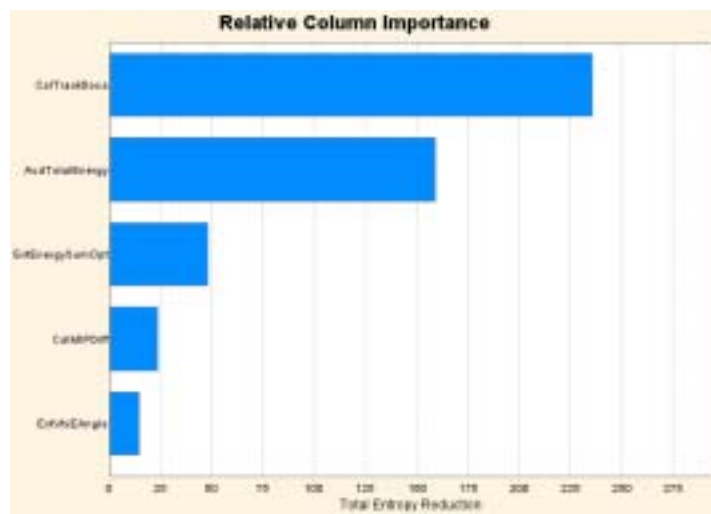
| Input Node - Classification Tree (99) |     |           |     |        |
|---------------------------------------|-----|-----------|-----|--------|
|                                       |     | Predicted |     | Totals |
|                                       |     | BKG       | GAM |        |
| Observed                              | BKG | 81        | 4   | 85     |
|                                       | GAM | 13        | 941 | 954    |
| Totals                                |     | 94        | 945 | 1039   |

|         | Observed |       | Overall |
|---------|----------|-------|---------|
|         | BKG      | GAM   |         |
| % Agree | 95.3%    | 98.6% | 98.4%   |

| Positive Category - GAM |           |           |  |
|-------------------------|-----------|-----------|--|
| Recall                  | Precision | F-Measure |  |
| 98.6%                   | 99.6%     | 99.1%     |  |



Few Events results in  
sparse CT Trees



### Testing Results

Retention:

AG: 97.5%

BGE: 22.2%

| Input Node - Predict: Classification Tree (223) |     |           |     |        |
|---|-----|-----------|-----|--------|
|   |     | Predicted |     | Totals |
|   |     | GAM       | BKG |        |
| Observed  | GAM | 1544      | 40  | 1584   |
|   | BKG | 18        | 85  | 103    |
| Totals  |     | 1562      | 125 | 1687   |

|         | Observed |       | Overall |
|---------|----------|-------|---------|
|         | GAM      | BKG   |         |
| % Agree | 97.5%    | 78.3% | 96.5%   |

| Positive Category - GAM |           |           |  |
|-------------------------|-----------|-----------|--|
| Recall                  | Precision | F-Measure |  |
| 97.5%                   | 98.8%     | 98.2%     |  |





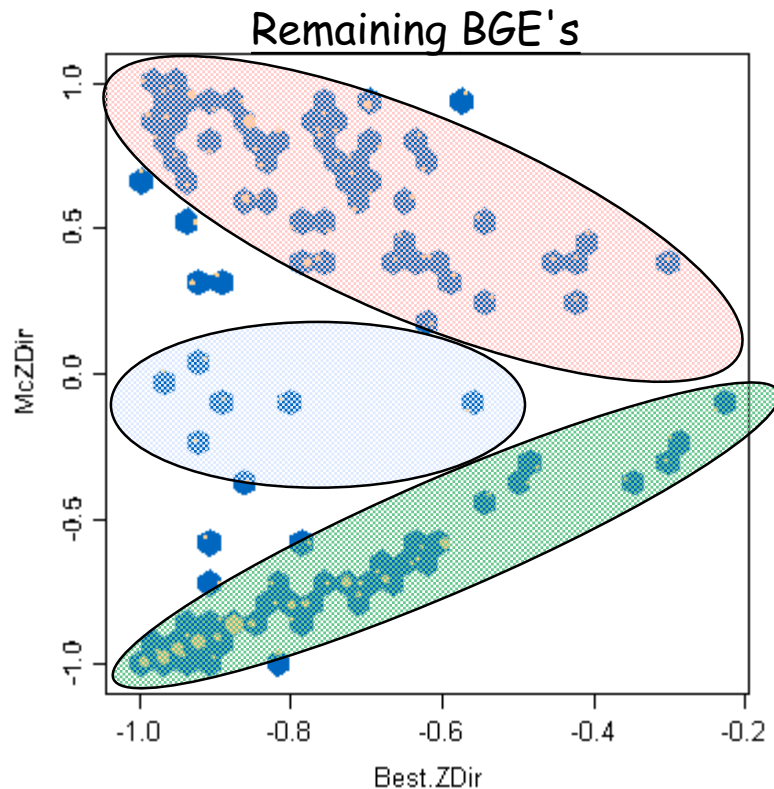
## Background Rejection Program - CT Results

| <u>Case</u>   | <u>CT Tree Disc.</u> | <u>Out of</u>                                    |
|---|----------------------|--|
| <p>23.2%<br/>.04 Hz</p> <p>Hi- E →</p> <p><u>VTX (350 MeV)</u></p>  | Prob.Gam > .5        | <p>22.6%<br/>.01 Hz</p> <p>27.4%<br/>(82.5%)</p> |
| <p>8.4%<br/>.08 Hz</p> <p>Low- E →</p>                              | Prob.Gam > .9        | <p>5.0%<br/>.02 Hz</p> <p>20.7%<br/>(24.2%)</p>  |
| <p>23.1%<br/>.26 Hz</p> <p>Hi- E →</p> <p><u>1Tkr (450 MeV)</u></p> | Prob.Gam > .5        | <p>21.5%<br/>.02 Hz</p> <p>27.8%<br/>(77.3%)</p> |
| <p>5.5%<br/>.25 Hz</p> <p>Low- E →</p>                              | Prob.Gam > .9        | <p>1.8%<br/>.02 Hz</p> <p>24.3%<br/>(7.4%)</p>   |





## Background Rejection Program - What's Left?



$A_{\text{eff}}$  & BGE Rate:

$A_{\text{eff}} = 8400 \text{ cm}^2 \text{ on Axis } (E > 3 \text{ GeV})$

$A_{\text{eff}} \times \Delta\Omega = 2.0 \text{ m}^2\text{-str}$

BUT....

BGE Rate 5X too high

### 3 Classes of BGE Events Remain:

- 1) 1:1 Correlated Events - ACD Leakage and inefficiency (.04 Hz)
- 2) 1: -1 Correlated Events - Range-outs from below (.025 Hz)

- 3) Events at  $\text{McZDir} \sim 0$  - Horizontal Events (.005 Hz)

### Elimination Strategy

#### 1) ACD Leakage

- Events found accurately;
- Small phase space
- Track projection to ACD cracks

#### 2) Range-outs - MIP Identification in CAL

#### 3) Horizontal Events - Edge CAL hits

GLAST



# Back to CT Basics

## CT Tree Generation Mechanism:

$$\text{Variable Selection: } \left| \frac{\langle good \rangle - \langle bad \rangle}{\sqrt{\sigma_{good}^2 + \sigma_{bad}^2}} \right|$$

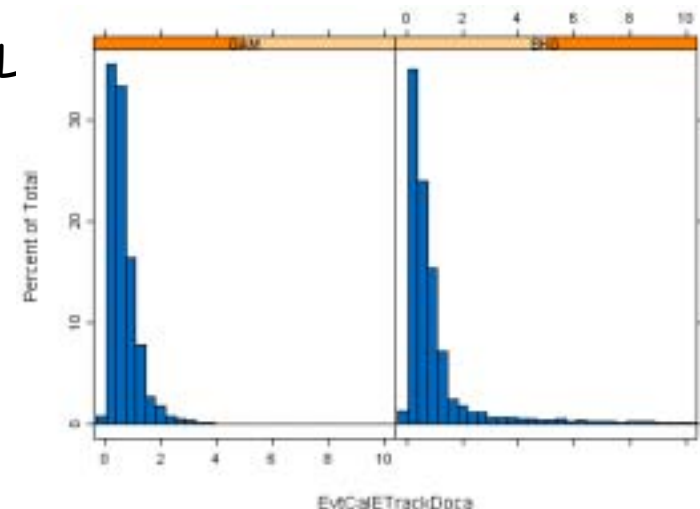
This is a FIRST ORDER TECHNIQUE

When MEANS are approx. equal it fails!

This is the case for MOST OF GL  
Example:

One of the most useful  
separation variables:  
Energy compensated  
Cal-Centroid - Track distance

Means similar - Tails dissimilar





# A New CT Mechanism

---

1. Characterize Distribution extents (tails) by Quantiles

Example: 95% containment PSF is the 95<sup>th</sup> Quantile of the PSF distribution

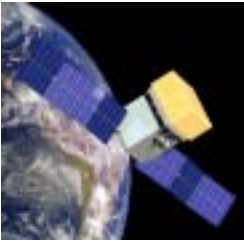
Alternative Variable Selection:

$$Q(\text{Good}, 95) - Q(\text{Bad}, 95) \text{ or - normalized... } \left| \frac{Q(\text{Good}, 95) - Q(\text{Bad}, 95)}{\sqrt{\sigma_{\text{Good}} \cdot \sigma_{\text{Bad}}}} \right|$$

$$N \cdot \log(N)$$

Use Generic for cut placement.

2. CT Generation is a "one step look ahead" - extend to 2,3, etc. steps
3. More Advanced CT Technologies - Ensembles, Boosted Trees, etc.



## Iteration #6: Charm!

1. Switch over to Onboard Flight Software Filter for "pruning"

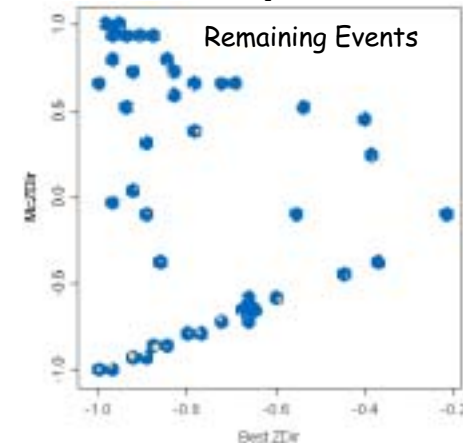
### Look Ahead:

Refiltered Events using FSW Filter MINUS bit #17 ("No Tracks")

Kills - 3% of AG sample

(Leaves  $A_{\text{eff}} \sim 8000 \text{ cm}^2$  ( $E > 3 \text{ GeV}$ )  
and  $A_{\text{eff}} \times \Delta\Omega = 1.9 \text{ m}^2\text{-str}$ )

Kills - 60% of BGE sample (Rate: .03 Hz)



2. Run at least 5X more events! In fact we should consider simply starting a regular MC production regime rather than the current "one-off" approach
3. Explore alternative Variable Selection Mechanisms.



# Conclusions

---

- Not there yet....
- CT/RT Technology Promising
- Need to condense various choices into data set(s) suitable for public consumption!